

**Amendments to the Claims:**

This listing of the claims replaces the listings of the claims in the present patent application:

**Listing of Claims:**

1. **(Currently Amended)** A method of playing an interactive bingo game, comprising:

initiating a game session that comprises,

a plurality of game events corresponding to the game session,

a chargeable credit game condition, in which a first player selection is received for charging at least one credit for each game event;

providing a player a bingo card having a plurality of integers configured in a grid pattern;

performing the game events so that each game event comprises having the said interactive game draw at least one bingo number from a set of bingo numbers;

charging a player a quantity of credits for each of the game events according to the chargeable credit game condition;

awarding said player one or more prizes according to a dynamic payable that depends on a plurality of dynamic variables that are modified after each game event that charges according to the chargeable credit game condition, the [[said]] dynamic payable comprising,

a plurality of payouts paytables wherein each payout paytable is associated with a corresponding game event,

a plurality of triggering events wherein each triggering event is associated with one of a plurality of bingo patterns,

a threshold event that is engaged after one or more triggering events, said threshold event configured to determine a plurality of prize credits awarded for each subsequent bingo pattern;

repeatedly displaying each payout paytable for the corresponding game event; [[and]]

repeatedly modifying the payouts dynamic payable during the game session for each game event so that each payout payable is modified according to a graduated weighting function that weighs probabilities more favorably as more game events are played during the game session; and

enabling the dynamic payable to be modified after each game event according to an equation:

$$\text{PAY}(I) = \text{ROI} * \text{ABET} * \text{WGT}(I) * \text{AL(IHIT)} / \text{PR}(I)$$

where,

PAY(I) is a payout for a bingo pattern;

ROI is an overall payback percentage;

ABET is an average bet;

WGT(I) is a graduated weighting function that weighs probabilities

more favorably for game events that occur at the end of the said game session;

AL(IHIT) is a pay allocation weighting function that determines the percentage of the total prize awarded for the bingo pattern; and

PR(I) includes a probability for the next game event, wherein the next game event is the bingo number picked from the set of bingo numbers.

**2. (Original)** The method of claim 1 further comprising permitting said player to terminate said game session after each game event.

**3. (Original)** The method of claim 2 further comprising permitting said player to use player skill in deciding whether to terminate said game session.

**4. (Original)** The method of claim 3 further comprising providing said player a plurality of bingo cards.

**5. (Original)** The method of claim 4 wherein said plurality of bingo patterns includes at least one row of drawn bingo numbers on said bingo card, said row being horizontal, vertical or diagonal.

**6. (Original)** The method of claim 4 wherein said plurality of bingo patterns includes a four-corner bingo pattern.

**7. (Original)** The method of claim 4 wherein said plurality of bingo patterns includes a blackout bingo pattern.

**8. (Cancelled)**

**9. (Original)** The method of claim 4 wherein said plurality of dynamic variables comprises a quantity of player credits wagered for each chargeable action.

**10. (Original)** The method of claim 4 wherein said determining of said plurality of prize credits to award for each of said plurality of bingo patterns is based on an allocation variable which is associated with said dynamic variable.

**11. (Previously Presented)** The method of claim 1 further comprising networking a plurality of interactive games.

**12. (Currently Amended)** An interactive bingo gaming system, comprising:

a player interface configured to display at least one bingo card and configured to display the interactive bingo gaming system drawing at least one bingo number from a set of bingo numbers;

a credit meter configured to record charging a player one or more credits for initiating a game session, said game session comprising,

receiving a chargeable credit condition when initiating the game session, in which a first player selection is received for charging at least one credit for each game event,

performing a plurality of game events wherein each game event comprises having said interactive game draw said at least one bingo number from said set of bingo numbers,

charging a player a quantity of credits for each of the game events according to the chargeable credit game condition;

a dynamic payable that depends on a plurality of dynamic variables that are modified after each game event that charges according to the chargeable credit game condition, said dynamic payable comprising,

a plurality of payouts paytables wherein each payout payable is associated with a corresponding game event,

a plurality of triggering events wherein each triggering event is associated with one of a plurality of bingo patterns,

a threshold event that is engaged after one or more triggering events, said threshold event configured to determine a plurality of prize credits awarded for each subsequent bingo pattern,

repeatedly displaying each payout payable for the corresponding game event, and

repeatedly modifying the payouts dynamic payable during the game session for each game event so that each payout payable is modified according to a graduated weighting function that weighs probabilities more favorably as more game events are played during the game session, wherein the payouts are modified after each game event according to an equation,

PAY(I) = ROI \* ABET \* WGT(I) \* AL(IHIT)/PR(I)

where,

PAY(I) is a payout for a bingo pattern;

ROI is an overall payback percentage;

ABET is an average bet;

WGT(I) is a graduated weighting function that weighs probabilities more favorably for game events that occur at the end of the said game session;

AL(IHIT) is a pay allocation weighting function that determines the percentage of the total prize awarded for the bingo pattern;

PR(I) includes a probability for the next game event,  
wherein the next game event is the bingo number  
picked from the set of bingo numbers;

a prize meter which is incremented each time said threshold event occurs;  
and

a termination button that permits said player to terminate said game session  
after each game event.

**13. (Original)** The system of claim 11 wherein said plurality of bingo patterns  
includes at least one row of drawn bingo numbers on said bingo card, said row being  
horizontal, vertical or diagonal.

**14. (Original)** The system of claim 11 wherein said plurality of bingo patterns  
includes a four-corner bingo pattern.

**15. (Original)** The system of claim 11 wherein said plurality of bingo patterns  
includes a blackout bingo pattern.

**16. (Cancelled)**

**17. (Original)** The system of claim 11 wherein said plurality of dynamic variables  
comprises said player credits wagered for each chargeable action.

**18. (Original)** The system of claim 11 wherein said plurality of dynamic variables  
comprises an allocation variable that determines said plurality of prize credits to  
award for each of said bingo patterns.

**19. (Original)** The system of claim 12 further comprising a network interface card  
communicatively coupled to said processor, said network interface card permits said  
interactive gaming system to communicate with another networked device.

**20 – 35. (Cancelled)**

**36. (Cancelled)** The method of claim 1 wherein the dynamic payable is modified after each game event according to an equation:

$$\text{PAY}(I) = \text{ROI} * \text{ABET} * \text{WGT}(I) * \text{AL(IHIT)} / \text{PR}(I)$$

where,

- **ROI** is an overall payback percentage;
- **ABET** is an average bet;
- **WGT(I)** is a graduated weighting function that weighs probabilities more favorably for game events that occur at the end of the said game session;
- **AL(IHIT)** is a pay allocation weighting function; and
- **PR(I)** is a probability for the next game event.

**37. (Cancelled)** The system of claim 12 wherein the dynamic payable is modified after each game event according to an equation:

$$\text{PAY}(I) = \text{ROI} * \text{ABET} * \text{WGT}(I) * \text{AL(IHIT)} / \text{PR}(I)$$

where,

- **ROI** is an overall payback percentage;
- **ABET** is an average bet;
- **WGT(I)** is a graduated weighting function that weighs probabilities more favorably for game events that occur at the end of the said game session;
- **AL(IHIT)** is a pay allocation weighting function; and
- **PR(I)** is a probability for the next game event.